1 Theme Category: Two Tribes

Adventurers VS. Mythological Creatures

King ROM DOT COM and His Skeleton Army with Mummies, Spirits, Pharaohs & an Anubis
VS.
Archeologists, Doctors, Treasure Hunters, Adventurers, Tourists and you.

Surrounded by the sand, which is there, the Desert AlaMode is a forbidding environment even with a seasoned guide. Then why go there, you might ask. Good question and not an easy one to answer although you will get several rather convincing reasons from several rather convincing people why you should, each reason more convincing than the last.
You see; somewhere in the vast Desert AlaMode is the forgotten city of *The City of Fourgot*…or so they say.
The City of Fourgot, once the biggest and the most popular city in the known possibly even the unknown world, has vanished but not from legend. It is said that over time, as the years passed (more than a gazillion), the climates changed, the cultures changed, the language changed, even the skies changed. Stars once over there are now over here.
The stories have endured, brooding and numinous; wrapped in mystery.
The legends remained but the city didn't. sand engulfed it. Time eroded it. It seemed lost, forgotten…
and yet, at widely separated intervals (every 5 millennium or so), a benevolent ruler would attempt to find it, to restore it, to examine it and have fun in it. Then it would happen again. Climates changed, cultures changed, language changed, even the skies changed. Stars once over there are now over here. Sands buried the city and the people would all but forget about The City of Fourgot and yet the fabulous legends of the forgotten city remained. The rumors of The City of Fourgot has it that riches and fun beyond belief are still to be found there; buried deep, hidden by time.
We find ourselves now drawn into a strange and unexpected area of adventure. Like souls on the Way of the Dead, we have to pass through dark kingdoms of the afterworld, to navigate its narrow corridors, flooded passageways and hidden chambers there to confront the challenges that await in this land of The City of Fourgot.
The only problem is getting there. Without access to a time machine, none of us, not even the most distinguished Archeologists, Doctors, Adventurers and Heroes can tell us where it is or even if it really real or not…
You are invited, in fact urgently requested, to join a high-speed expedition to The City of Fourgot to find the treasures and the lost fun, that is if you're brave enough to face the dangers. There are mazes, puzzles, and natural hazards of snakes, storms, scorpions, rockslides, quick sand and the not-so-quick sand.
Not to mention the not so natural disasters of the supernatural: King ROM DOT COM and his army of skeletons!

In addition, there are many other inhospitable but living grave robbers, treasures hunters, fame seekers and tourists that may want to (and usually do) try to prevent you from ever finding The City of Fourgot…and that isn't even the half of it.

You race against these competitors through several creative environments into secret passageways, to hidden chambers, through mazes and labyrinths to search for clues and solve puzzles to find the treasure chamber and the heart of The City of Fourgot. You must observe, you must anticipate and you must think and then, if you are clever enough to unravel the secrets of The City of Fourgot and find the right entrance, you'll be challenged to build, deconstruct and reconstruct and then organize the "friendlies" to combat and win over the supernatural guardians of The City of Fourgot. They are determined to entrap everyone not from The City of Fourgot. King ROM DOT COM and his Skeleton Army is dedicated to making sure that the secrets within are not revealed to the "wrong" person. One of his greatest fears is that The City of Fourgot will become a theme park for tourism. Perhaps you can convince him otherwise but that's another story entirely.

2 Theme Category: Order and Chaos

Most stories begin with imagination. This one starts at the Phanta Sea.

20,000 bricks off the coast, flows the Phanta Sea. Below are teeming-with-life habitats: the Kelp Forest, the Coral Caverns, the Sandy Sea Floor, the Rocky Caves and the Open Sea Floor. It wasn't always teeming with life but the Phanta Sea started out that way…Wait a second, let me start again from the beginning. (A-hem)

2/3rds of the planet is covered in water and this isn't even the half of it.
20 gazillion years ago, this place under the sea was as magical as it gets. There were underwater parks everywhere where dolphins, sharks, octopus, starfish and even those weird looking fish that had no names would play in pure clean water like there was no tomorrow which, in fact, almost happened. Tomorrow, that is, almost never happened.
For some reason, somebody (and I'm not going to name names) threw all of their trash that they didn't know what to do with anymore into the ocean. This drastically messed up everything. I mean everything. The plants started withering away. The water got cloudier and cloudier and fun got harder and harder to find. A lot of fish became too sick to even come out and play. With the sea dying, the city started feeling sick. It's amazing how all things are tied together so intricately. No one ever really noticed that until something went wrong. So, here we were with polluted shores and the encroaching toxins into our cities.
It's quite an interesting chain reaction, really, but more about that later. Our story is about An organization known as the *A.B and Save the Sea Project.* Started by a group of notable scientists like Dr. Gil Filter, Dr. Wiggley Phinz and Professor Carrie Bean, to name but a few. Together they built some extremely clever inventions that could clean the water and

remove the over zillion year old toxins. It was, of course, working magically. The water started clearing up, the city was returning to normal and the fish started playing again. But here's where our story really begins… The Main invention is made of, of course, LEGO bricks and is powered by the very powerful, very rare and very expensive Power Brick. Well, you know how the media can be and the next thing you know everybody and their brother and sister knows about this valuable Power Brick. There were pictures of it in magazines. TV shows about where it was kept and how it works. The newspapers even said that it was worth over 72 bazillion power bucks. Needless to say the next thing that happened was that every blockhead, bully, weird boy, trouble maker, brick breaker and every bad guy from every LEGO kit ever created set out to the Phanta Sea in the hopes of stealing the brick. It was easy to do. Anybody could just follow the map that was published by *Rational Geographic Magazine*, available at news stands everywhere.

Well, somebody did manage to steal it when nobody was looking. It might have been Baron Von Brickoff, one of the Skull Island Pirates, the Brickster, maybe. We hope not, but maybe it's OGEL himself or even a shark. No one knows. One thing we all know though is that the power brick is gone. The good news is whoever took it never made it back to the surface. We know this because of sonar signals and the reliable information from some friendly fish, thanks to the Fish Translator. The Fish Translator, when it works, can reveal some pretty cool information. I say, "when it works", because it's not quite finished. According to the inventors, it's in Beta and the bugs still need to be worked out. It's programmed in Sea plus plus, you see, so it works…sometimes.

However, the ocean is rapidly deteriorating again and to make matters worse more and more bad guys have been showing up. As each habitat gets destroyed and impacts the next one from red tide to you name it. And here's where our story really begins…

Our story is about the fragility of ecosystems and how everything effects everything. If our seas go, the shores, the animals, the plants, the food and our cities are next. Find out how and find out how can we reverse the inevitable through a humorous and fanciful adventure in the Phanta Sea. You'll be called on to build, deconstruct and reconstruct solutions to the challenges.

3 Theme Category: Extreme Dudes

Something is not right in the town today and what's left is all pointing in the wrong direction.

I suppose it's best if I simply start from the beginning before things really went wacky. The day started as most stories do with a once upon a time everything was perfectly normal. The weather was quite wonderful, really, so Pepper and Sky were wind surfing off the coast of the *Dyno Shores*. As you know, the surf is extremely cool by the reef where the jail is. It causes some pretty consistent waves, smooth as glass and totally tubular. Both Pepper and Sky were trying to out-hotdog each other and then…as fast as pepper can make you sneeze-wham!

The ocean freezes over. Riding on ice can get pretty tricky but when your board is stuck in the ice, it's down right impossible. As Pepper and Sky were hurling towards the shore, sliding about on the ice, they caught a glimpse of the jail, which for some reason, was upside down. Low and behold, The Brickster is seen crawling out and strapping on a pair of ice skates. As he skate off, he announces to most of the hearing world that " It's time for some tricks, Sir for I am the Brickster!".
Apparently, while the Brickster was in jail, he read a lot of science books. No doubt, he downloaded rare articles from the Internet. He was able to build what he calls **"The Manipulator".** He was holding it as he skated off. It looks kind of like a remote control and it can, theoretically, change the mass or volume or physical states of nearly everything it is aimed at. It can turn things upside down or inside out just be entering some code or another. Aim and fire and you can change fire to water, water to ice, hard to soft, wide bridges to narrow handrails and road surfaces disappear into canyons.
The good news of all of this is that Pepper and Sky love a good challenge and this is certainly one of them. They have the hang gliding, skate boarding, bungee jumping, white water rafting, kayaking, surfing solutions to the Search and Rescue missions and the chase and capture of the Brickster. Building, deconstruction and reconstruction are an inevitable solution to the capture. The final reward is use of the Manipulator in a newly made Manipulator Park.

4 Theme Category: Misc.

This is the story of Captain Click and the pirates who take the toys that you forget to put away or loose under the couch.

Our story begins in the comfort and security of a home, a home very much like yours or even like mine. We travel through a hallway and stop at a door, third from the left. On the door, is a sign that reads " No Groan-ups allowed beyond this point". The door swings open. As we enter, a box of LEGO bricks slide out from under a desk. It opens and a quick build occurs of a LEGO house. We zoom into the house via the window to a LEGO kid's room. There is LEGO art on the walls, LEGO furniture and well, everything LEGO. A LEGO child is asleep in his bunk bed. As he snores, his hair lifts off in rhythm to the snore. We circle around the room and look out the window. From that vantage point, we see another LEGO kit slide out and it's a pirate ship! The first loud clicking sounds of a quick build wakes up our kid. He blinks, lifts his head and looks right at you. We zoom in.
"Click?" A door on the side of his room opens up. It is his sister's room. She says: **"Click?"** back to the brother: **"Click!".** They both walk towards the window and we zoom out towards the quick build of our pirate ship. The captain is pacing the deck. **" Avast ye-ya peg headed pirate, What see ye?"**. The pirate up in the crow's nest shouts below: **" Ahoy, Captain Click, Due south be an unattended brick for thee taken. It looks like…aye…it is! A LEGO Brick!"**
The pirates all aboard dance in celebration and sing along in unison: **" Aaarrr! A LEGO Brick for the taking for another pirate we be makin' from the toys you forgets to put away."** All pirates chime in: **"Harrrrrrrrr".**

Captain: **"Knock it off!"** The pirates fall apart and reassemble quickly.
Captain: **"Mister So an So. Toy dead ahead. 6 degrees ta the starboard."** Mister So an So is the first mate. He is at the wheel.
Mr. So an So: **"Starboard? Is that right, Sir?"**
Captain: **"Of course that's right because I say so and because I'm the Captain!"**
Mr. So an So: **"Very well, Sir- Turning right"** The pirates **"harr"** after every time the Captain speaks and they dance about.
Captain: **" Knock it off! I can't even hear meself being bad."**
Again, the pirates deconstruct and reassemble.
Captain: **"To the toys!"** The pirates fall apart and reassemble quickly.
Pirates: **" To the toys! Harrrrr".** They start dancing around again.
Captain: **"Shhh!"** The pirates reply: **"Shhh"** and tip-toe about the deck.

We pull back as the ship heads under a couch. We fade to a scene where the pirates are retrieving LEGO pieces. We cut back to the LEGO room. The boy turns to his sister.
Sis: "**Did you say Click?"**
The boy nods and says: **" Yup- Click! Captain Click, the despicable, the notorious, the infamous, the…the…well, he's captain Click that's all."**
Sis: **"What's that mean?"**
Boy: **"Plenty. You know, all those little LEGO pieces that you loose or forget to put away?"**
Sis: **"I never!"**
Boy: **"Well, whoever does. Those bricks belong to captain Click once he finds them and what he does with them is build his pirate crew and, and that isn't good."**

We fade back to the ship moving along the carpeted floor. Dolphins leaping in and out of the carpet like its water as the ship heads straight towards our LEGO house. The ship pulls up next to the house and the pirates start singing as they swing from ropes landing on the roof. They start deconstructing the house, tossing the pieces aboard. One pirate goes through a window and comes out with the sister. She is rather annoyed and speaks over the pirates "**har-hars."**
Sis: **" Put me down! Put me down this instant. I am not pieces to be carted off like this.**
I am a real LEGO person!"
Another pirate exits with pieces of Mom and Dad. The ship pulls away. We pull above as the ship goes through the fading, dissolving room walls to the ocean.
We cut back to the interior of a partially deconstructed home. Mom and Dad who are now armless. Dad is just a head now. They are hopping about in the kitchen as the boy enters and watches as Mom and Dad are hopping about knocking into things.
Boy: **"Uh- Good morning Mom and Dad?"**
Dad: **" Yeah- look. I know this is make believe but I don't think it's all that funny"**
Mom: **"Don't tell me that they took your sense of humor too"**
Boy: "Don't worry. I'll get it together for you. I'll build a faster, better boat and catch up with that scene stealer, that arms dealer, that, that captain Click"
Dad:" normally I would try and stop you but good luck and hurry back. I hope you understand, I would shake your hand but.."

Meanwhile Mom comes back into the kitchen with a pizza on her head.
Mom: **"And I made you a snack incase you need it. It's a nice pizza"**
Dad: **"Aha! Head Cheese! Now that's funny!"**
Mom: **"At least your sense of humor is back"**
Dad: **"Maybe but my appetite is gone"**
Boy: **"And speaking of gone, I better be"**
Mom: **"Of course, we must remember the plot! Good luck, son. Stay out of trouble but bring back our bricks, your sister, and our arms so I can hug you! Oh, and be home before supper."**

The boy hugs his dad's head and then hugs his mom. He turns and walks away.
Mom: **" Oh, you forgot your pizza! That boy would forget his head if it wasn't clicked on"**

We fade to the kid aboard a fishing boat outside on the floor. He begins to sail away and the wall dissolves. We're following the boy behind the wheel as he bounces over wave after wave. He turns, looks at us as the boat is in mid-air riding the surf and says: **"Cool!"**

We pull back as he hot-dogs the boat with some goofy maneuvers and the boat flips over.
" Oh-oh, not cool."
We splash underwater with him and follow him below. Sharks and dolphins swim by and an underwater scene appears as the bubbles clear. A treasure chest, a skeleton waves and we begin to rise up. He rises to the top of the water surface and looks around. Off in the distance, barely visible, is a bizarre custom boat.
The captain shouts:
"Grab hold of the dolphin. He works with me. He'll bring you over here."
The boy looks at us and says: **"Is this the start of an adventure or what?"**

5 Theme Category: Sci Fi

A group of five LEGO astronauts land on what we know as Earth.

It would be fun to explore the very large world as we know it from the perspective of A little LEGO guy. The most benign things are dangerous obstacles to them.